

Amendment to the Specification

Please replace the paragraph beginning on page 29, line 15 with the following amended paragraph:

Turning to FIGs. 6A to 6C, [[and]] an example of the method of the present invention is illustrated. FIG. 6A depicts a representation of exemplary primary 600A and alternate 602A displays after a game has just been started. The primary display 600A shows the spinning reels 604, 606, 608, 610, 612, and the alternate display is blank. As illustrated, each end of each payline may be identified with a numeric label so that the player may more easily correlate the paylines on the primary display 600A with the paylines on the alternate display 602A.

Please replace the paragraph beginning on page 30, line 3 with the following amended paragraph:

~~Turning~~ Turning to FIG. 7, an alternative embodiment of the present invention is depicted. The primary display 700 depicts example outcome information in a conventional manner. The alternate display 702 includes alternative formatting that includes additional information. First, note that the outcomes corresponding to the five different paylines are grouped based upon those paylines upon which the player placed a bet 704 versus those he did not 706. Referring to the specific example in FIG. 7, paylines 1, 3 and 5 are grouped as paylines bet (active paylines) while paylines 2 and 4 are grouped as paylines not bet (inactive paylines)[[.]]. Second, note that the display of the outcome of each payline includes an indication 708 of the payout that would be awarded if a wager had been made on the corresponding payline. Referring again to the specific example in FIG. 7, paylines 1 and 5 show a payout and paylines 2 and 4 are grayed-out indicating that even if those paylines payline show a payout amount, there will be no payout for them since they were not active paylines. Thus, the illustration demonstrates alternative formatting based on linear, non-overlapping, non-crossing, horizontal paylines and “paylines bet/not bet” grouping. In addition, the illustration also demonstrates the clarity with which the alternative display 702 facilitates providing additional information (e.g. payout per payline) to a player. Note that in some embodiments, the alternate display 702 may be used like a checklist to facilitate a player making wagers on particular paylines before the outcome is generated, in addition to subsequently displaying outcomes in a simplified manner. For example, the player

may be able to indicate which paylines he wants to be active by touching a touch sensitive screen displaying each of the available paylines before a handle pull.

Please replace the paragraph beginning on page 31, line 14 with the following amended paragraph:

Example 2: A “ten by ten grid” of slot machine reels represented on a touch sensitive screen is displayed. Each player is allowed to choose five different reel positions on the grid as their own payline, and may create as many paylines as desired by placing a bet for each payline they define. In other words, a player could simply drag his finger across a touch screen to draw his customer payline. In some embodiments, a set of non-standard predefined paylines may be available from which a player may choose. Once the game is started the alternate display shows the selected custom paylines. The symbols for each payline are displayed on the alternate display in real-time as the reels stop spinning. On the alternate display, the symbols are twice the size of the original, and winning outcomes are shown by placing a red line around the paylines that provide winning outcomes.